

#### **IV. AMENDMENTS TO THE CLAIMS**

1. (Currently Amended) A gaming machine comprising:

game start instruction means for instructing a start of a game;

internal winning combination determination means for determining an internal winning combination based on a game start instruction command from the game start instruction means;

game result display means for displaying a result concerning with the game, the game result display means including first display means having a plurality of reels on each of which plural symbols are formed and second display means arranged in front of a display area of the first display means when seen from a front side of the gaming machine and the second display means having a symbol display area capable of transmittably displaying a display result of the first display means therethrough;

beneficial state generating means for generating a beneficial state for a player when a specific game result is displayed on the first display means of the game result display means; and

display control means for controlling the second display means;

wherein the second display means is constructed from a liquid crystal display device including a liquid crystal panel, a light guide device arranged at a rear side of the liquid crystal panel, an illumination device for generating light which is guided to the light guide device and a reflection device for reflecting light guided to the light guide device toward the liquid crystal panel arranged in front of the light guide device,

wherein the reflection device is constructed from a reflection film having a reflection area for reflecting light from the light guide device toward the liquid crystal panel and plural non-reflection areas, each of which corresponds to each reel, the non-reflection areas being made light transmittable, and

wherein the display control means controls the second display means so as to display game information corresponding to the internal winning combination within a first area including the symbol display area while changing a light transmittance rate of the symbol display area so as to become low and move the game information from the first area to a second area not including the symbol display area while changing the

light transmittance rate of the symbol display area so as to become high.

2. (Original) The gaming machine according to claim 1, wherein the first display means has one or more symbol display parts capable of variable display, and wherein the display control means controls the second display means so as to move and display the game information from the first area to the second area substantially at the same time as the variable display in the symbol display parts is stopped and displayed.

3. (Previously Presented) The gaming machine according to claim 1, wherein the light transmittance rate of the symbol display area in the second display means is changed so as to screen the display result of the first display means.

4. (Original) The gaming machine according to claim 1, wherein a window frame display area is formed at a periphery of the symbol display area, and wherein display mode of the window frame display area is changed when the game information is displayed in the first area.

5. (Previously Presented) The gaming machine according to claim 1, wherein the display control means conducts displaying concerning with a specific winning combination as the game information when the internal winning combination determination means determines the specific winning combination as the internal winning combination.

6. (Previously Presented) The gaming machine according to claim 1, wherein the game information is displayed in an enlarged state when moved to the second area.

7. (Currently Amended) A gaming machine comprising:  
a game start instruction device for instructing a start of a game;

an internal winning combination determination device for determining an internal winning combination based on a game start instruction command from the game start instruction device;

a game result display device for displaying a result concerning with the game, the game result display device including a first display device having a plurality of reels on each of which plural symbols are formed and a second display device arranged in front of a display area of the first display device when seen from a front side of the gaming machine and the second display device having a symbol display area capable of transmittably displaying a display result of the first display device therethrough;

a beneficial state generating device for generating a beneficial state for a player when a specific game result is displayed on the first display device of the game result display device; and

a display control device for controlling the second display device;

wherein the second display means is constructed from a liquid crystal display device including a liquid crystal panel, a light guide device arranged at a rear side of the liquid crystal panel, an illumination device for generating light which is guided to the light guide device and a reflection device for reflecting light guided to the light guide device toward the liquid crystal panel arranged in front of the light guide device,

wherein the reflection device is constructed from a reflection film having a reflection area for reflecting light from the light guide device toward the liquid crystal panel and plural non-reflection areas, each of which corresponds to each reel, the non-reflection areas being made light transmittable, and

wherein the display control device controls the second display device so as to display game information corresponding to the internal winning combination within a first area including the symbol display area while changing light transmittance rate of the symbol display area so as to become low and move the game information from the first area to a second area not including the symbol display area while changing the light transmittance rate of the symbol display area so as to become high.

8. (Previously Presented) The gaming machine according to claim 7, wherein the first display device has one or more symbol display parts capable of variable display, and

wherein the display control device controls the second display device so as to move and display the game information from the first area to the second area substantially at the same time as the variable display in the symbol display parts is stopped and displayed.

9. (Previously Presented) The gaming machine according to claim 7, wherein the light transmittance rate of the symbol display area in the second display device is changed so as to screen the display result of the first display device.

10. (Previously Presented) The gaming machine according to claim 7, wherein a window frame display area is formed at a periphery of the symbol display area, and

wherein display mode of the window frame display area is changed when the game information is displayed in the first area.

11. (Previously Presented) The gaming machine according to claim 7, wherein the display control device conducts displaying concerning with a specific winning combination as the game information when the internal winning combination determination device determines the specific winning combination as the internal winning combination.

12. (Previously Presented) The gaming machine according to claim 7, wherein the game information is displayed in an enlarged state when moved to the second area.

13. (Currently Amended) A gaming method comprising steps of:  
instructing a start of a game;

determining an internal winning combination based on a game start instruction command;

displaying a result concerning with the game on a first display device having a plurality of rotatable reels with a variety of symbols disposed a circumferentially about each reel;

generating a beneficial state for a player when a specific game result is displayed on the first display device; and

controlling a second display device in a form of a liquid crystal display having an effect display area and a plurality of a-symbol display area-areas, the effect display area surrounding each one of the symbol display areas, the second display device arranged in front of the first display device so-as-to-display game information corresponding to the internal winning combination within a first area including the symbol display area while changing light transmittance rate of the symbol display area so as to become low and move the game information from the first area to a second area not including the symbol display area while changing the light transmittance rate of the symbol display area so as to become high that, after starting the game start causing rotation of the plurality of reels and when an internal winning combination is determined, forward-most ones of the symbols of one stopped reel are displayed through a corresponding symbol display area and game information is superimposed, at least partially, over the displayed forward-most ones of the symbols of the one stopped reel within the corresponding symbol display area and, thereafter, the game information moves from the corresponding symbol display area to the effect display area for display thereon.

14. (Currently Amended) The gaming method according to claim 13, wherein in the controlling step, the second display device is controlled so as to move and display the game information from the first-corresponding symbol display area to the second-effect display area substantially at the same time as ~~variable display in a symbol display part of the first display device is stopped and displayed.~~

15. (Canceled)

16. (Currently Amended) The gaming method according to claim 13, wherein in the controlling step, a display mode of a window frame display area formed at a periphery of the symbol display area is changed when the game information is displayed in the first symbol display area.

17. (Previously Presented) The gaming method according to claim 13, wherein in the controlling step, displaying concerning with a specific winning combination as the game information is conducted when the specific winning combination is determined as the internal winning combination in the determining step.

18. (Currently Amended) The gaming method according to claim 13, wherein the game information is displayed in an enlarged state when moved to the second effect display area.

19. (Currently Amended) A gaming machine comprising:  
a game result display device for displaying a result concerning with the game, the game result display device including a first display device having a plurality of reels on each of which plural symbols are formed and a second display device arranged in front of a display area of the first display device when seen from a front side of the gaming machine and the second display device having a symbol display area capable of transmittably displaying a display result of the first display device therethrough; and  
a processor in communication with the first display device and the second display device so as to (a) instruct a start of a game, (b) determine an internal winning combination based on a game start instruction command, (c) generate a beneficial state for a player when a specific game result is displayed on the first display device of the game result display device and (d) control the second display device so as to display game information corresponding to the internal winning combination within a first area including the symbol display area while changing light transmittance rate of the symbol display area so as to become low and move the game information from the

first area to a second area not including the symbol display area while changing the light transmittance rate of the symbol display area so as to become high,

wherein the second display means is constructed from a liquid crystal display device including a liquid crystal panel, a light guide device arranged at a rear side of the liquid crystal panel, an illumination device for generating light which is guided to the light guide device and a reflection device for reflecting light guided to the light guide device toward the liquid crystal panel arranged in front of the light guide device, and

wherein the reflection device is constructed from a reflection film having a reflection area for reflecting light from the light guide device toward the liquid crystal panel and plural non-reflection areas, each of which corresponds to each reel, the non-reflection areas being made light transmittable.

20. (Previously Presented) The gaming machine according to claim 19, wherein the first display device has one or more symbol display parts capable of variable display, and

wherein the processor controls the second display device so as to move and display the game information from the first area to the second area substantially at the same time as the variable display in the symbol display parts is stopped and displayed.

21. (Previously Presented) The gaming machine according to claim 19, wherein the processor changes the light transmittance rate of the symbol display area in the second display device so as to screen the display result of the first display device.

22. (Previously Presented) The gaming machine according to claim 19, wherein a window frame display area is formed at a periphery of the symbol display area, and

wherein the processor changes display mode of the window frame display area when displaying the game information in the first area.

23. (Previously Presented) The gaming machine according to claim 19, wherein the processor conducts displaying concerning with a specific winning combination as the game information when determining the specific winning combination as the internal winning combination.

24. (Previously Presented) The gaming machine according to claim 19, wherein the processor displays the game information in an enlarged state when moving the game information to the second area.

25. (Previously Presented) The gaming machine according to claim 1, wherein the game information is vertically displayed within the first area and is horizontally displayed in the second area.

26. (Previously Presented) The gaming machine according to claim 7, wherein the game information is vertically displayed within the first area and is horizontally displayed in the second area.

27. (Previously Presented) The gaming machine according to claim 13, wherein the game information is vertically displayed within the first area and is horizontally displayed in the second area.

28. (Previously Presented) The gaming machine according to claim 19, wherein the game information is vertically displayed within the first area and is horizontally displayed in the second area.